Army Command Tasks: Years 5 & 6 Maths Workshop

Session Outcomes

To as a team to solve multiple maths tasks against the clock.

Sample Timetables

Timetables can be tailored to suite your classes requirements, please talk to our Education Officer for more details.

One class timetable (maximum of 34 pupils plus adults). A two class timetable is available on request.

Times	Min	Task
9:45 – 10:00	15 min	Arrival at museum
10:00 – 10:15	15 min	Welcome brief by staff member
10:15 - 10:30	15 min	Walk through of tasks
10:30 – 10:45	15 min	Task 1
10:45 – 11:00	15 min	Task 2
11:00 – 11:15	15 min	Task 3
11:15 – 11:30	15 min	Task 4
11:30 – 11:45	15 min	Task 5
11:45 – 12:00	15 min	Results, pack away and end session
12:00 – 12:45	45 min	Lunch
12:45 – 14:05	80 min	Visit Museum with Maths Quiz
14:05 – 14:15	10 min	Final results of the workshop
14:15 - 14:30	15 min	Depart and goodbye

Proposed Workshop Schedule

Workshop Brief

Pupils are divided into 4 to 5 teams, making teams of 5-9 pupils each. Each team is given a score card. On it they record their results for each task.

Walk through tasks

Explain to the whole class what they will be doing. Mention that each task will have instructions and time is allotted to read and discuss options. Each task takes 15 minutes. All groups change at the same time.

Command Tasks

Splish Splash

This task is best completed outside. There will be 2 water barrels 5 meters apart, 1 full and 1 empty. The team's aim will be to transfer as much water as possible, without moving either barrel. Teams will have vessels with various units of measurements (Imperial, Centilitres etc). They need to tell us how much water was moved to container 2. The more water moved, the more points will be at grabs.

Tied in Knots

Everybody on the team will put both of their hands on the rope and can't remove them until the task is complete. They are to tie a knot (but remember no letting go of that rope!!!) at certain points (1/5, 35% etc). The team will have to work out where the value lies on the rope and then work as a team to tie each knot. The more knots they tie the more points.

Tyres and Cones

Numbered tyres have to be moved from start cone to end cone. Only three cones are available. Only one tyre can be moved at once. Tyres cannot be stacked in wrong order. The tyres can be numbered with a variety of roman numerals ranging from 1 - 1,000.

Shark infected Custard

There is a 4m "shark infested Custard River" which the teams will have to cross. Anybody or thing that touches the river is eaten by sharks and will be lost for the rest of the task. They have four planks to help them bridge the custard. Each plank has a mathematical symbol, plus, minus, multiply and divide. There are many islands, each with a numerical value. As a team they need to decide to move route to cross the custard, using the islands, which will generate the highest figure. This figure will represent there score.

Recovery Task

Get the recovery vehicle to the casualty in the quickest time. Using a large map of an imaginary battlefield area; the pupils must plan a route from the base to the casualty in the quickest time possible. The map has different terrains that affect the speed of the vehicle (represented in fractions). There are numerous options available, pupils must discuss the options and calculate the quickest route. Teams are scored on the quickest time to the casualty.

Results

Each team would calculate their own score on their own score card as they progress around the tasks. Only a brief announcement at the end of the workshop to find out which team is the winner would be needed.

The team with the highest score wins.